

Student innovation grant program

General Instructions:

- All fields are mandatory.
- For PG category, the applicant needs to fill up Section II for only one student.
- For UG category, the applicant needs to fill up Section II for the number of students in his/her respective group. If the applicant has four students in his/her group then he/she needs to fill up Section II for each of the four students.
- Please do not try to alter the questions; the document is password protected.
- Once done filling the application form, please convert the document to PDF format and save the PDF using the following convention: your-name_your-institution name.

Section I: Personal Information

Name of the faculty advisor	Dr. N. Sandeep Varma		
Name & address of the host/parent institution	Dept. of Information Science & Engineering, B.M.S. College of Engineering, Bull Temple Road, Basavangaudi, Bengaluru, Karnataka, India - 560019		
Official phone number of the faculty adviser	+91-9591720460		
Official email address	sandeepvarma.ise@bmsce.ac.in		
Present position	Assistant Professor		
Please tick the area of application	Artificial Intelligence	Robotics	Autonomous systems
	Others	Please specify: Click here to enter text.	

Section II: Proforma for Biodata of Eligible students

Student - 1	
Name	Rishabh D A
Name of the student's institution	B.M.S. College of Engineering
Email ID	darishabh7@gmail.com

Degree being pursued & expected date of graduation	B.E in Information Science and Engineering, 2023
GPA	9.3
Notable awards/prizes/certificates	Project Intern – Samsung Prism for Audio – Generative Modelling for Music using Machine Learning and Building GAN Network. Using Python to Access Web Data Using Databases with Python Python Data Structures
Other relevant achievements (if any)	Completed Personal Projects: 1. Rat in a maze (Backtracking)[C++] Finding the path from starting point to end point in a mxn Matrix by avoiding obstacles using backtracking Algorithm. 2. Corona Tracker Website The current information about covid 19 is



ARTPARK Robotics Challenge 2021

Call for participation



	collected from the API and is displayed. Provides the option of buying Mask and other covid preventive items. Is connected to database for storing user. 3. Simple Monopoly Game[Java] Has a nice user interface for displaying the board and the operations taking place in the game. Is connected to the database for storing the players information and the details of the lands and its owners.
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Student - 2	
Name	Swastika
Name of the student's institution	B.M.S. College of Engineering
Email ID	swastika.is19@bmsce.ac.in
Degree being pursued & expected date of graduation	B.E in Information Science and Engineering, 2023

GPA	10
Notable awards/prizes/certificates	Double Exposure Videography Samsung PRISM work-let project Involved research on Human Segmentation models to achieve FPS > 25. NPTEL : Practical Machine Learning with TensorFlow
Other relevant achievements (if any)	Branch Topper - First Year

Student - 3	
Name	Swetha Swaminathan
Name of the student's institution	B.M.S. College of Engineering
Email ID	swethas.is19@bmsce.ac.in
Degree being pursued & expected date of graduation	B.E in Information Science and Engineering, 2023
GPA	9.1
Notable awards/prizes/certificates	1st place in Code-a-thon conducted byBMSCE Best Intern Award at Machine Learning Workshop conducted by Tequed Labs
Other relevant achievements (if any)	Courses Completed on: Machine Learning (Stanford University) Data Structures and Algorithms with Python (Chennai Mathematical Institute)

Student - 4	
Name	Deven Prakash Paramaj
Name of the student's institution	B.M.S. College of Engineering
Email ID	devenparamaj.is19@bmsce.ac.in

Degree being pursued & expected date of graduation	B.E in Information Science and Engineering, 2023
GPA	9.65
Notable awards/prizes/certificates	<p>Third Rank in National Level Online Coding contest titled as ‘C’ODE Trek 1.0, PESCE, Mandya</p> <p>Research Assistant Projects :</p> <ol style="list-style-type: none"> 1. Data Collection and Processing for Research (Apr - Aug 2021) - To extract and segment data of around 720 students for Pedagogical Research. 2. Classroom Automation (May - Aug 2021) - To automate the process of removal of inactive students from the classroom, based on the number of days of inactivity. <p>Coursera : Algorithmic Toolbox, Data Structures Level One ‘C’ : B.M.S.C.E Level Two ‘C’ : EdARC</p>
Other relevant achievements (if any)	<p>Student Coordinator, EdARC(2020 - Present)</p> <p>College Project :</p> <ol style="list-style-type: none"> 1. Student Achievements (Ongoing, NodeJs, Google API’s) - The aim is to create a separate excel file and folder for each year and store the details of achievements of the students of a particular year in an excel file and their certificates in the folder. <p>Personal Projects :</p> <ol style="list-style-type: none"> 1. Credit and Debit Card (C++, 2 weeks) - The Aim was to store bank account user’s information and allow transactions to be made via credit and debit cards via files. 2. Sorting Algorithm Visualizer (Java, 2 weeks)

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I have read the terms and conditions which are in the link provided above, and agree to them.